

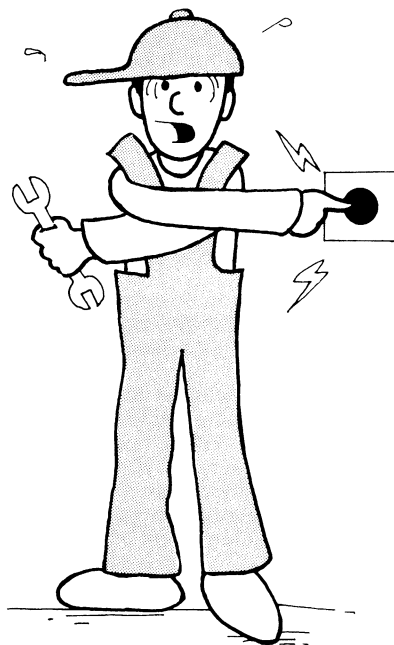
**TANDY®**

Cat. No.  
26-3147



A fast-paced assembly line  
game for the Color Computer

# PANIC BUTTON



Panic Button Program:  
© 1983 First Star Software Inc.  
Licensed to Tandy Corporation.  
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

Panic Button Program Manual:  
© 1985 Tandy Corporation  
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10 9 8 7 6 5 4 3 2 1

## Introduction

You are in charge of an assembly line that produces robots, cakes, phones, houses, lamps, and TV sets. The object of Panic Button is to fill the orders before the time runs out to avoid getting fired. If things start piling up, instead of going into a frenzy, reach for “the panic button.” Every second counts, so don’t hesitate. The job you save will be your own.

## System Requirements

- A Tandy Color Computer with at least 16K RAM
- A standard television (color recommended)
- One joystick

## Loading Instructions

1. Before inserting or removing the Panic Button Program Pak™, make sure the computer is **off**. Failure to do so could result in damage to the Program Pak.

2. Connect the Color Computer to the television set, and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controller into the jack marked **LEFT JOYSTICK** located on the back of the computer.
4. Insert the Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television, and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer, and the title screen appears. You may have to adjust the focus on the television or press the Reset button (located on the back of the computer) to obtain a clear picture.

## Selecting a Playing Level

Press the fire button on the joystick. There are three levels of play (1, 3, or 7), with 7 being the most difficult level. To select a level of play, move the joystick left or right until the selection detail you want is enlarged on the screen.

## Job Order

When you signal for a job order, the computer shows you how to assemble the item and indicates the number you must build. Press the fire button to receive your job order.

Depending upon the level of play you chose, you are instructed to build one of the following items:

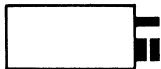
- Robot
- Cake
- Phone
- House
- Lamp
- TV Set

Build the specified number of items before time runs out to avoid getting fired.

## Playing the Game

Press the fire button to start playing. Use the joystick to move around. Press the fire button to pick up a part and to place the part. If your order is for robots, place the head on the arms, place the head and arms on the legs, and send it on to the shipping dock. To fill an order for eight robots, you must complete eight robots before the time expires. Your progress and the amount of time you have left is displayed at the top of the screen.

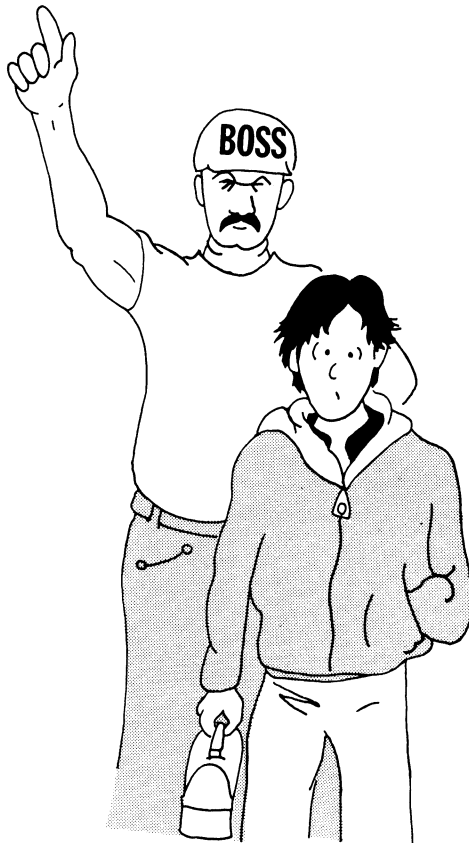
**Hint:** There are shelves to store extra parts for later use. If things get a little out of hand, push the panic button to temporarily stop the production line. Your foreman may frown on this.



Each completed item is worth 10 points. If you connect the wrong parts, they stay connected and are unsalable (for zero points). Your score appears at the bottom of the screen as well as the high score and your current level number. When you complete all orders for one playing level, you are advanced to a higher playing level. If the time runs out before you complete a specific job order, you are f-i-r-e-d.

Good Luck!

**YOU'RE FIRED!**





TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

## LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or a participating Radio Shack dealer along with the sales document.

**EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.**

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

**RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.**

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

## SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on **one** computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

12/84

**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102**  
**CANADA: BARRIE, ONTARIO L4M 4W5**

---

**TANDY CORPORATION**

---

**AUSTRALIA**

91 KURRAJONG AVENUE  
MOUNT DRUITT, N.S.W. 2770

---

**BELGIUM**

PARC INDUSTRIEL  
5140 NANINNE (NAMUR)

---

**U. K.**

BILSTON ROAD WEDNESBURY  
WEST MIDLANDS WS10 7JN

**TANDY®**

Cat. No.  
26-3147

# PANIC BUTTON

A fast-paced assembly line  
game for the Color Computer



With **Panic Button**, every second counts. This fast-paced game places you on the production line at an assembly plant. As the assembly line gets faster and faster, can you keep up? Sure, things are piling up all around you, but before you go into a frenzy, press the Panic Button for a quick pause. Don't get too comfortable. The assembly line starts moving again in little or no time. Good luck!

**To play Panic Button, you need:**

- A Tandy Color Computer with 16K RAM
- A standard television (color recommended)
- One joystick